



Erik A. Evensen, MFA

CURRICULUM VITAE

Associate Professor of Design

Department of Design
School of Art and Design
University of Wisconsin–Stout
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Erik A. Evensen

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EDUCATION

MFA in Design

Ohio State University, Columbus, OH, 2009

Visual Communication Design / Design Research & Development

Post-baccalaureate Certificate in Studio Art

School of the Museum of Fine Arts at Tufts University, Boston, MA, 2005

Emphasis: Drawing and Painting

BA in Studio Art

University of New Hampshire, Durham, NH, 2001

Emphasis: Drawing and Painting

ACADEMIC APPOINTMENTS

University of Wisconsin–Stout, Menomonie, WI

Associate Professor, Department of Design, 2018–present

Assistant Professor, Department of Design, 2013–2018

- *Program Director*, MFA in Design, 2019–present
- *Program Director*, BFA in Industrial Design, 2016–2018
- *Coordinator*, Color Specialization (minor), 2013–2016
- *Graduate Faculty*, Graduate School, 2013–present

Ohio State University, Columbus, OH

Visiting Assistant Professor, Department of Design, 2012–2013

- *Design Foundations Coordinator*, Department of Design, 2012–2013

Graduate Teaching Associate, Department of Design, 2007–2009

Bemidji State University, Bemidji, MN

Adjunct Faculty, Department of Technology, Art, & Design, 2010–2011

York County (ME) Community College, Wells, ME

Adjunct Faculty, Digital Media Program, 2005–2006

PROFESSIONAL MEMBERSHIPS

AIGA The Professional Organization for Design

CSS The Comics Studies Society (*founding member*)

IxDA Interaction Design Association, *Columbus, OH chapter, 2007–2009*

Wisconsin Academy of Sciences, Arts, and Letters

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PROFESSIONAL PRACTICE

Evensen Creative

Concurrent freelance practice

Vital Design | Portsmouth, NH | Boston, MA | San Francisco, CA

Senior Graphic Designer, 2005–2006

Connection | Merrimack, NH

Graphic Designer, 2002–2005

Third-Generation Design | Durham, NH

Contract Junior Designer, 2001–2002

Brown & Company Design | Portsmouth, NH

Design Intern, 2001

PARTIAL CLIENT LIST

ENTERTAINMENT: IDW Publishing (*Ghostbusters* series, *Back to the Future* series), Chris Hardwick/Nerdist, The Found Footage Festival, Manhattan Short Film Festival, New Hampshire Film Festival, Mabel Tainter Center for the Arts, Seacoast Repertory Theatre, Distilled, *Marrying Mr. Darcy*; **FILM:** *Discrepancy*, *Glue Man*, *Dirty Country*, *Star and the Snowman*; **CORPORATE:** General Electric, Procter & Gamble, Wells Fargo, AirTran, Captivate Network; **EDUCATION:** Philips Exeter Academy, New Hampshire Humanities Council, George Mason University, University of New Hampshire, Penn State University, University of Wisconsin–Stout; **PUBLICATION:** Portsmouth Magazine, Halftime Magazine, Learning Through History Magazine, Connect Magazine

RECOGNITION

- 2019 Faculty Ally, UW–Stout Rainbow Commencement (The Qube)
- 2018 Nominee, Outstanding Graduate Faculty, UW–Stout Graduate School
- 2013 Kickstarter Staff Pick (for *The Beast of Wolfe's Bay*)
- 2011 Finalist, Next Generation Indie Book Awards
(for *Super-powered Word Study*)
- 2008 The Honor Society of Phi Kappa Phi, Ohio State University chapter
- 2008 OSU Graduate Representative, AIGA Social Studies Conference
- 2007 Graduate Teaching Associateship, Ohio State University
- 2007 Hotshot of the Week, comicrelated.com
- 2006 *Graphic Design USA* In-House Design Award (via PC Connection)

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GRANTS

- 2019 Faculty Professional Development grant, Department of Design, University of Wisconsin–Stout
- 2016 Administrative assistance grant (NASAD self-study)
- 2014 Faculty Professional Development grant, College of Arts, Humanities, and Social Sciences, University of Wisconsin–Stout
- 2013 Faculty Startup grant, College of Arts, Humanities, and Social Sciences, University of Wisconsin–Stout
- 2012 Bemidji Area Arts Endowment Grant, Northwest Minnesota Foundation
- 2012 Community Arts Support Grant, Minnesota Region 2 Arts Council
- 2012 McKnight Individual Artist Grant, Minnesota Region 2 Arts Council
- 2008 Travel Grant, College of the Arts, Ohio State University
- 2007 Self-Publishing Grant, Xeric Foundation
- 2004 Post-Baccalaureate Grant, School of the Museum of Fine Arts

PROFESSIONAL DEVELOPMENT

- 2020 M+DEV | Midwest Game Developers Conference, Madison, WI
- 2019 International Congress on Medieval Studies, Kalamazoo, MI
- 2019 Polytechnic Summit 2019, Menomonie, WI
- 2016 NASAD Workshop for New and Aspiring Art and Design Administrators in Higher Education, Baltimore, MD
- 2014 New Ventures: Intersections in Design Education, AIGA Design Educators Conference, Portland, OR
- 2011 Stir Symposium, Columbus, OH
- 2011 New England Comic Arts in the Classroom (NECAC), Providence, RI
- 2009 Rigor and Relevance in Design, IASDR, Seoul, Korea
- 2008 Dare to Desire, Design & Emotion 8, Hong Kong, China
- 2008 Social Studies: Educating Designers in a Connected World, AIGA Design Educators Conference, Baltimore, MD

RESEARCH INTERESTS

My research and scholarly creative work is concerned with the role of visual communication design at the intersections of creative disciplines. Creatively, I am interested in developing visual communication systems to create work and products in new, meaningful, and emotionally impactful ways. The desired goal of this research is to eventually establish methods and tools for understanding, modeling the process of designing for education, and how the design of educational tools and systems can affect understanding, literacy, and awareness. This work encompasses techniques in graphic design, illustration, design drawing and visualization methods, storyboarding and sequential art narratives, information design, and comics and graphic novels. It embraces philosophies of human-centered design and design for education.

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TEACHING EXPERIENCE

University of Wisconsin–Stout, Menomonie, WI

ART 114: Color Studio
DES 200: Design Concepts & Problems (design theory & methods)
DES 205: Design Drawing & Concept Visualization
DES 220: Introduction to 2D Digital Imaging
DES 321: Digital Imagery Studio
DES 405: Advanced Design Drawing
DES 496: Advanced Art Workshop: Illustration Design
DES 499: Advanced Presentation Techniques (*directed independent study*)
DES 725: Research Strategies in Design (*graduate*)
DES 730: Critical Issues in Design Education & Practice (*graduate*)
DES 800: Design Seminar II (*graduate*)

Ohio State University, Columbus, OH

DES 2110: Design Fundamentals combined lecture
DES 2110: Design Fundamentals 1 (studio)
DES 2120: Design Fundamentals 2 (studio)
DES 2130: Design Fundamentals 3 (studio)
DES 2310: Visual Principles and Techniques 3 (design drawing 3)
DES 3103: Introduction to Visual Communication Design
DES 3150: Typographic Design

Bemidji State University, Bemidji, MN

IT 1501: Technical Foundations 1 (*instructor of record*)
IT 4910: Directed Study in Illustration (*4 terms mentor, courtesy role*)
VSAR 4970: Internship (*2 terms internship mentor, courtesy role*)

Art Institute of Pittsburgh, Pittsburgh, PA

G121: Concept Development (online)

Ohio State University, Columbus, OH

DES 201: Design Drawing 1 / Descriptive & Analytical Drawing
DES 202: Design Drawing 2 / Drawing Systems
DES 203: Design Drawing 3 / Graphic Thinking
Assisted:
DES 258: Basic Visual Communication Design, Nini
DES 461: Intermediate Visual Communication Design, Nini
DES 462: Information Design / Visual Narrative, Stone

York County (ME) Community College, Wells, ME

ART 126: Foundations of Design

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Graduate thesis committees: UW–Stout

Morgan Brantner, MFA Thesis in Design, 2020–
Jonathan Wheeler, MFA Thesis in Design, 2020–
Drew Hagen, MFA Thesis in Design, “Noir: Dark as Night,” 2020
Liang Wu, MFA Thesis in Design, “Web-based Media for Asynchronous Communication Among International Students at the University of Wisconsin–Stout,” 2020 (chair)
Zixu Tian, MFA Thesis in Design, “Chinese-style Digital Painting,” 2017
Michelle Mailey Noben, MFA Thesis in Design, “No Parent Left Behind: A UX Research + Design Project,” 2017

Honors College Capstone Project Advisor: UW–Stout

Victoria Anderberg, BFA Entertainment Design: Comics, 2020
Hope Simon, BFA Industrial Design, 2020
Design & construction of a historically accurate gambeson
Dury Nelson, BFA Entertainment Design: Comics, 2019
Construction of a screen-accurate coat from Umbrella Academy
Nicholas Norton, BS Applied Math and Computer Science, 2019
Hana Buttles, BS Art Education, 2018
Emma Raleigh, BFA Industrial Design, 2016–2018
Graphic Novel: Everybody Cries During Critique
Julia Hurley & Caitlin Pyrz, BFA Industrial Design, 2016–2017
Lila Werner, BFA Graphic Design & Interactive Media, 2016
Katrina Strait, BFA Graphic Design & Interactive Media, 2016
Kayla Smith, BFA Graphic Design & Interactive Media, 2016–2017
Micah Amundsen, BFA Entertainment Design: Comics, 2015
Graphic Novel production: Cursed
Anna Busch, BS Art Education, 2014

CURRICULUM DEVELOPMENT

University of Wisconsin–Stout, Menomonie, WI

Course development: Advanced Art Workshop: Illustration Design. 3 cr.
Development of syllabus, goals/outcomes, projects and bibliography for upper-level studio course (Spring 2018).

Course development: Design Thinking in Society. 3 cr.
Development of syllabus, goals/outcomes, and bibliography for General Education course in Design Thinking (Fall 2020).

Program development: Design Studies minor.

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ACADEMIC SERVICE: *University of Wisconsin–Stout***University of Wisconsin–Stout** (*university-level*)

Integrated Marketing Committee, 2018–present

Instrument Advisory Board, 2016–present

MRI: Acquisition of a 3D photogrammetry light stage system for scanning shape, motion and appearance, NSF grant-funded project directed by Dr. Seth Berrier, Applied Math and Computer Science

Web Management Team, at-large SOAD representative, 2016–2018

Athletics Rebranding Project, 2016–2017

Session leader on assessment, New Instructor Workshops, NTLC, August 25, 2016

Advisory Board, Nakatani Teaching & Learning Center, 2015–2016

Faculty Senator (interim), Department of Design, spring semester, 2015

Stout Scholars Day Interviewer, 2014–present

Co-coordinator, Kickstarter panel, April 2014

College of Arts, Communication, Humanities, and Social Science (*college-level*)

CACHSS Dean's Council member, 2016–present

Saxophonist, Pit Orchestra for "Little Shop of Horrors," 2016

CAHSS PR Committee member, 2014–2015

Saxophonist, Pit Orchestra for "110 in the Shade," 2014

School of Art & Design (*school and department-level*)

Program Director, MFA in Design, 2019–present

NASAD Self-Study Steering Committee, 2016–2018

Capital Campaign Mini-case Committee, 2016–2018

Program Director, BFA in Industrial Design, 2016–2018 (interim)

Hiring Committees (all successful):

Assistant Professor of Animation, 2020

Assistant Professor of Animation, 2018–2019 (chair)

Emergency Hire committees, Industrial, Entertainment, Game Design, 2016–2017

Assistant Professor of Metals & Contemporary Art Jewelry, 2014–2015

Program Advisory Committees:

BFA in Industrial Design, 2016–present (chair –2018)

MFA in Design, 2015–present (chair, 2019–present)

Undergraduate advising:

BFA in Industrial Design program, 2015–present

Faculty advisor, BFA in Graphic Design program, 2013–2016

Coordinator, *Best of Design* Exhibition, 2016–present

Ad Hoc Design Foundations Committee, 2015–2016

Chair, International Studies Committee, 2015–2016

Coordinator, interdisciplinary Color Specialization, 2013–2016

Publicity and Communications Committee member, 2013–2015

Mid-Program Review Student Work Evaluator, 2013–present

Faculty Advisor (extracurricular)

Faculty Advisor, Comic Creators, 2019–present

Faculty Advisor, Hooplah! Zine, 2015–present

NASA S.U.I.T.S. Design Challenge team, 2018–2019

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ACADEMIC SERVICE: *The Ohio State University***Department of Design** (*department-level*)

Coordinator, Design Foundations area, 2012–2013
Faculty Mentor to Graduate Teaching Associates, 2012–2013
NASAD Site Visit Committee, design foundations representative, 2012–2013
Chair, Design Foundations Committee, 2012–2013 (ad hoc)
Portfolio Reviewer, sophomore visual communication design reviews, 2008–2009
Logistics volunteer, Design 40 Alumni Reunion & Celebration, 2008
Undergraduate Mentoring, 2008

ACADEMIC SERVICE: *Bemidji State University***Department of Technology, Art, & Design** (*department-level*)

BFA Thesis Committee, Tyler Brown, 2012
Portfolio Reviewer, graduating senior portfolio reviews, 2009–2013
Undergraduate Mentoring, 2009–2012

ACADEMIC SERVICE: *Miscellaneous*

Conference Reviewer: AIGA Design Conference (national),
Design Education Symposium, Pittsburgh, PA, 2020

Dakota County Technical College, Program Advisory Board member,
Graphic Communications, 2019–present

Conference Reviewer: AIGA Design Conference (national),
Design Education Symposium, Pasadena, CA, 2019

Conference Reviewer: Kansei Engineering and Emotion Research (KEER2012):
Green Kansei, National Cheng Kung University, Penghu, Taiwan, 2019

Bemidji State University, Departmental Advisory Board member,
Department of Technology, Art, and Design, 2010–2015

COMMUNITY SERVICE & OUTREACH

UW–Stout Liaison, Ludington Guard Band, 2019–present
Board of Directors, Bemidji Area Community Band, 2011–2013
Board of Directors, Bemidji Symphony Orchestra, 2010–2012
Publicity Chair, 2011–2012
Co-Coordinator, Pecha Kucha Night Bemidji, 2010–2012

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PUBLICATIONS

Books

Evensen, Erik A., *The Beast of Wolfe's Bay*, self-published, Bemidji, MN, 2013.
(graphic novel)

Carter, James Bucky and Evensen, Erik A., *Super-Powered Word Study*,
Maupin House Publishing, Gainesville, FL, 2010. (educational workbook)

Evensen, Erik A., *Gods of Asgard*, self-published with a grant from the Xeric
Foundation, Columbus, OH, 2007. (graphic novel)

- Accompanied 2015 Vikings exhibit, Field Museum of Natural History, Chicago, IL; Discovery Times Square Museum (New York, NY); Estonian Maritime Museum; Cincinnati Museum Center (Cincinnati, OH); Denver Museum of Nature and Science (Denver, CO); Royal Ontario Museum (Ontario, CA); Canadian Museum of History (Quebec)
- Featured at the Vesterheim: The Norwegian-American Museum and History Center
- Used as class text at Gustavus Adolphus College (History 218, Dr. Glenn Kranking), Marshall University (ENG 200, Dr. Tim Burbery), James Madison University (ENG 401, Dr. Dabney Bankert), Carthage College (REL 200F, Dr. Karl Seigfried)
- *Micel Folcland* (part of Regia Anglorum) living history organization (Illinois, Indiana, Wisconsin, Missouri); cited as primary source.

Evensen, Erik A., *Erik Evensen's Sketchbook Diary*, Self-published,
Columbus, OH, 2007. (trade paperback compilation)

Chapters in Books

Sanders, Elizabeth B.-N. and Stappers, Pieter Jan, *Convivial Toolbox: Generative Research for the Front End of Design*. Chapter title: "A Toolkit for Board Game Design." pp. 80–81 Evensen, Erik A., contributor. BIS Publishers, Amsterdam, Netherlands, January 2013.

*Presentations made at
academic conferences were
peer reviewed and selective.*

Refereed Proceedings and Publications

Evensen, Erik A., "Design Research in a Polytechnic Setting: Leveraging polytechnic research initiatives as thematic content in a graduate design research class," Proceedings from the Polytechnic Summit 2019: Shaping the Future of Polytechnic Education, Menomonie, WI. June, 2019.

Evensen, Erik A., "Adapting the Norse Myths: Risks, Challenges, and Creative Choices," Proceedings from the International Congress on Medieval Studies, Kalamazoo, MI. May, 2019.

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Evensen, Erik A., "Comics as a Design Ecosystem: A Case for Comics in Design Education," *ImageText: Interdisciplinary Comics Studies*. 7.3 (September, 2014): Dept. of English, University of Florida.

Evensen, Erik A., "Using Comics to Teach Visual Communication, Design Thinking, and User Centered Principles." Proceedings from New Ventures: AIGA Design Educators Conference 2014, Portland, OR. September, 2014.

Evensen, Erik A., "Making Educational Games Make Sense Without Losing Entertainment Value," Proceedings from Response/Ability: AIGA Design Educators Conference, Toledo, OH. May, 2010.

Evensen, Erik A., Chan, Peter Kwok, Sanders, Elizabeth B.-N. and Nini, Paul J. "Crafting a Research Model for Educational Board Game Design: A Case Study." Proceedings from International Association of Societies of Design Research, Seoul, Korea. October, 2009.

Evensen, Erik A., Chan, Peter Kwok, and Sanders, Elizabeth B.-N. "Game Design for Personal Health Management: An Emotional and Educational Perspective." Proceedings from Dare to Desire: Design & Emotion 2008, HKPU, Hong Kong, China.

Research Visualization

Visualization renderings: COVID-19 DIY Mask Tutorial
Kathleen Quinn Lutter, MD; Kelsey Quinn, PhD(c); Nathan Dreger, PhD;
Andrew Gothard, Robert Strouse, MFA; Amy Spielman, IDSA; Erik Evensen, MFA
independent grassroots design initiative for the state of Ohio

Research Visualization: STIR Symposium "Moving" workshop session,
Ohio State University, Columbus, OH, 2011

Research Visualization: *The End of the Pipeline: A Journey of Recognition for African Americans Entering the Profession*, Carolina Academic Press, 2011.
Evensen, Dorothy H. and Pratt, Carla D. 2010

Cartoonist: *Teaching New Literacies in Grades 4–6*, ed. Barbara Moss and Diane Lapp.
"No Stripping Allowed: Reading and Writing Political Cartoons." p. 158 James Bucky Carter
and Kelly Lynn Carter, contributors. 2010. The Guilford Press, New York, NY.

Selected Bibliography of Illustration

Books

Twin Peaks: Glorious & Bizarre, Eva Minguet (Monza Publishing), featured illustration, 2018
The Devil's Punch-Bowl, Isabelle Waterman (Dunn County Historical Society Press),
cover and interior, 2017
Pride and Prejudice, Jane Austen (Marrying Mr. Darcy edition), cover illustration, 2013
Enter the Bluebird, Brendan Halpin (self-published), cover illustration, 2013
Angrvadi, Edvard Eikill (Sagabok/Saga Publishers International), cover and interior, 2011

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Comics

Ghostbusters, Erik Burnham (IDW Publishing)

Ghostbusters: Interdimensional Cross-rip (hardcover collection), Oct. 2017

Ghostbusters International Volume 2 (trade paperback), February 1, 2017

Ghostbusters Annual, anthology story, Jan. 2017

Ghostbusters International (vol. 3), issue 9, Sep. 2016

Ghostbusters Annual, anthology story, Dec. 2014

Ghostbusters Volume 7: Happy Horror Days (trade paperback), April 16, 2014

Ghostbusters (vol. 2) backup story, issue 12, Jan. 2014

Back to the Future, Bob Gale (IDW Publishing)

BTTF: Untold Tales and Alternate Timelines (trade paperback), May 18, 2016

"Doc Brown Visits the Future," anthology story, issue 4, Jan. 2016

Hoax Hunters, Michael Moreci (Image Comics), illustration, issue 11, Oct. 2013

Zombie Bomb! Chris McKay, Adam Miller, Rich Woodall (Terminal Press), issue 6, 2010

Invincible, Robert Kirkman (Image Comics), illustration (pencils/colors), issue 29, Mar. 2006

Fear Agent, Rick Remender (Image Comics), illustration (colorist), issue 3, Feb. 2006

SuperPatriot: War on Terror (Image Comics), illustration (colorist), issue 2, Jan., 2005

Johnny Raygun Quarterly, Rich Woodall & Matt Talbot (JetPack Press)

"Who is... The Electrolucha?" backup story, issue 4, 2004

Pin-up illustration, Special Edition #1, 2003

Pin-up illustration, issue 5, 2004

Magazines

Learning Through History Magazine, multiple cover illustrations, 2007

Halftime Magazine, recurring editorial illustration, 2007–2008

Portsmouth Magazine, recurring editorial illustration, 2006–2007

Connect Magazine, recurring comics illustration, 2005–2008

Multimedia

The Tale of the Headless Horseman, multimedia collaboration with Andrew Boysen Jr., 2018

Star-Crossed, multimedia collaboration with Andrew Boysen Jr., 2013

Twilight of the Gods, multimedia collaboration with Andrew Boysen Jr., 2011

The Found Footage Festival vol. 2–7, film graphics/illustration, 2006–2012

Dirty Country, film graphics/illustration (Milkhouse Productions), 2007

SCHOLARLY PRESENTATIONS & WORKSHOPS

Conference Presentations

Creative Process Behind Star-Crossed, presented with Andrew Boysen at the Minnesota Music Educators Association Midwinter Clinics, Minneapolis, MN, February, 2013.

Creative Process Behind Twilight of the Gods, presented with Andrew Boysen at College Band Directors National Association W/NW Conference, Reno, NV, 2010.

Language Acquisition through Comics, presented with James Bucky Carter at New England Comic Arts in the Classroom, Providence, RI, April, 2011.

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Master of Fine Arts Panel, presented at AIGA Design Educators Conference:
Social Studies, Maryland Institute College of Art, Baltimore, MD, 2008. (panelist)

Invited Presentations

Designing the world of the Norse Gods, presented at Gustavus Adolphus College
through the Department of Scandinavian Studies, October 14, 2015.

Artist talk on *Gods of Asgard*, presented in HIS 218 Scandinavia to 1800
(Glenn Kranking), Gustavus Adolphus College, October 14, 2015.

Life After UNH—*Department of Art and Art History Alumni Lecture Series*,
University of New Hampshire, Durham, NH, April, 2013.

Artist Talk on Twilight of the Gods, Concordia College, Moorhead, MN, 2011.

Panels and Roundtable Discussions

Licensed Comic Books, presented at CONvergence Convention,
Bloomington, MN, July 7, 2018 (panelist)

Norse Mythology in Contemporary Society, presented at CONvergence
Convention, Bloomington, MN, July 9, 2017 (panelist)

Design Drawing, Comics, and the life of a “Desillustrator,” presented at
the New Hampshire Institute of Art, November 23, 2015.

Kickstarter How-To Panel, AIGA Minnesota / Design for Good, Restore
Collaborative, Minneapolis, MN, February 5th, 2015. (panelist)

Campus Talks

Comic Creators artist talk, February 28, 2020

IDSAs Portfolio Development Workshop, October 18, 2017

ASID & CIDA Portfolio Development Workshop, March 26, 2015

From Creativity to Reality: A Panel Discussion on Arts Entrepreneurship, UW–Stout
College of Arts, Humanities and Social Sciences Speaker Series, Menomonie, WI,
Thursday, Feb. 19, 2015. (panelist)

Making Stuff and Getting Paid: Kickstarter Roundtable, University of Wisconsin–Stout,
April 28, 2014. (panelist)

Faculty artist talk, UW–Stout Furlong Gallery, February 17, 2014

AIGA New Faculty Presentation, Nov 5, 2013

Portfolio Development Workshop, The Ohio State University Dept. of Design, 2008.

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Sustainability and Design Ethics, presented at Design Circle Coffee Talk,
The Ohio State University, 2008.

Public Presentations

Crowdfunding how-to discussion, Menomonie Public Library, 2014. (panelist)

Creative Process Behind *Gods of Asgard*, Scandinavian Club of Columbus,
Columbus, OH, 2009.

Creative Process Behind *Gods of Asgard*, Scandinavian Society of Cincinnati,
Cincinnati, OH, 2008.

Wexner Center for the Arts Featured Artist, Columbus Metropolitan Library
Centennial Celebration, Columbus, OH, 2007.

School Presentations and Residencies

Visiting artist, Sun Prairie WI public schools, May, 2018.

Visiting Author, Menomonie Middle School Author Day, Menomonie, WI, October 2014.

Pepsi Refresh Author-in-Residence, Vilas Middle School, Alstead, NH, 2013.

Artist Talk, Lebanon Jr./Sr. High School, Lebanon, NH, 2013.

Artist Talk, Lebanon Jr./Sr. High School, Lebanon, NH, 2011.

Artist Talk, Chanhassen High School, Chanhassen, MN, 2011.

Artist-in-Residence, Voyageurs Expeditionary High School, Bemidji, MN, 2011.

Instructor, Headwaters School for Music and the Arts, Bemidji, MN, 2011.

Instructor, New Outlook Teen Center, Exeter, NH, 2005.

EXHIBITIONS (2005–PRESENT)

2019 *Drawing Distinctions II*, The Cello Factory, London, UK

2018 *Analogy + Interaction: creating a context for curiosity through Games + Play*,
Ewing Gallery, University of Tennessee–Knoxville, Knoxville, TN

Project Passion, sponsored by AIGA Minnesota, Conkling Gallery
Minnesota State University–Mankato, Mankato, MN

UW–Stout Faculty Art Show, Furlong Gallery, Micheels Hall,
University of Wisconsin– Stout, Menomonie, WI

Drawing Distinctions I, Furlong Gallery, Micheels Hall,
University of Wisconsin–Stout, Menomonie, WI

2017 *The Devil's Punch-Bowl*, Russell J. Rassbach Heritage Museum,
Menomonie, WI (solo)

UW–Stout Faculty Art Show, Furlong Gallery, Micheels Hall,
University of Wisconsin– Stout, Menomonie, WI

2014 *UW–Stout Faculty Art Show*, Furlong Gallery, Micheels Hall,
University of Wisconsin–Stout, Menomonie, WI

2013 *Visions and Vibrations*, West Claremont Center for Music and Arts,
Claremont, NH

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- 2012 ***Proof of Purchase***, samsøn, Boston, MA
Visions of the Norse Myths, Gallery 140, Bemidji State University,
Bemidji, MN (solo)
Bemidji, Bunyan, & Bikes, Cabin Coffeehouse & Cafe, Bemidji, MN
Pecha Kucha Night: Global Cities Week Artist Showcase,
New City Ballroom, Bemidji, MN
Pecha Kucha Night: Artist Showcase, New City Ballroom, Bemidji, MN
- 2008 ***Design 40 Exhibition***, Hopkins Hall, Ohio State University, Columbus, OH
- 2007 ***Proof of Purchase***, Rhys Gallery, Boston, MA
- 2006 ***Proof of Purchase***, Rhys Gallery, Boston, MA
14th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH, 2006
JUROR: Monroe Denton (School of Visual Arts)
Campus Comics: Cartooning at UNH, UNH Museum, Durham, NH, 2006
CURATOR: Dale Valena, UNH Museum Curator
- 2005 ***Agency***, IOS Business Center, Portsmouth, NH, 2005 (solo)
13th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH
JUROR: Gerry Bergstein (SMFA)

CURATORIAL ACTIVITY

- 2020 ***Juror: Stout Design Group Juried Exhibition***, (canceled due to COVID-19)
- 2019 ***Juror: Stout Design Group Juried Exhibition***, The Raw Deal, Menomonie, WI
JURORS: Dave Beck, Alex DeArmond, Erik Evensen, Katie Lupton
- 2019 ***Exhibit Coordinator: Best of Design Biennial***, Furlong Gallery,
University of Wisconsin–Stout, Menomonie, WI
JURORS: Grace Pedersen, Miranda Wipperfurth, Liese Zahabi
- 2018 ***Steering Committee: NASAD Exhibition***, Furlong Gallery and Gallery 209,
University of Wisconsin–Stout, Menomonie, WI
- 2015 ***Exhibit Coordinator: Best of Design Biennial***, Furlong Gallery,
University of Wisconsin–Stout, Menomonie, WI
JURORS: Kelly O’Gorman DeVore, James Lua, Matt Talbot
- 2015 ***Juror: Midwinter Art Contest***, the Norse Mythology Blog
JURORS: Erik Evensen, Anker Eli Petersen and Dr. Karl E. H. Seigfried
- 2013 ***Design Foundations Curator: NASAD Exhibition***, Hayes Hall,
The Ohio State University, Columbus, OH
- 2009 ***Graduate Assistant: In Tandem II***, Hopkins Hall Gallery,
The Ohio State University, Columbus, OH
CURATORS: Tony Reynaldo, Amy Youngs

Erik A. Evensen

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Interviews, articles and quotes about my work published in the media.

MEDIA COVERAGE

Time-based Media

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